<u>In the Claims</u>:

This listing of claims will replace all prior versions and listing of claims in the application.

1-3. (Canceled)

4. (Previously Presented)   A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach letters of an alphabet, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a letter and indicate the cognitive selection of the letter by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the letter as indicated by contact caused by the child with the touch-sensitive surface corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the touch-sensitive surface, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive selection by the child of the letter corresponding to the question or instruction;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the letter selected by the child corresponds to a correct response to the question or instruction; and

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data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

5. (Previously Presented)   A portable memory as in claim 4, wherein the cognitive selection of the letter by causing contact with a touch-sensitive surface comprises placement of an object on the touch-sensitive surface.

6. (Previously Presented)   A portable memory as in claim 4, wherein the software generates questions or instructions with different levels of difficulty.

7. (Previously Presented)   A portable memory as in claim 6, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

8. (Previously Presented)   A portable memory as in claim 4, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the touch-sensitive surface.

9. (Previously Presented)   A portable memory as in claim 8, wherein the plurality of images on the touch-sensitive surface can be changed.

10. (Previously Presented)   A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach words of a language, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a

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cognitive selection of a word and indicate the cognitive selection of the word by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the word as indicated by contact caused by the child with the touch-sensitive surface corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the touch-sensitive surface, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive selection by the child of the word corresponding to the question or instruction;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the word selected by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

11. (Previously Presented)   A portable memory as in claim 10, wherein the cognitive selection of the word by causing contact with a touch-sensitive surface comprises placement of an object on the touch-sensitive surface.

12. (Previously Presented)   A portable memory as in claim 10, wherein the software generates questions or instructions with different levels of difficulty.

13. (Previously Presented)   A portable memory as in claim 12, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

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14. (Previously Presented)   A portable memory as in claim 10, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the touch-sensitive surface,

15. (Previously Presented)   A portable memory as in claim 14, wherein the plurality of images on the touch-sensitive surface can be changed.

16. (Previously Presented)   A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach numbers, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive selection of a number and indicate the cognitive selection of the number by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection of the number as indicated by contact caused by the child with the touch-sensitive surface corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the touch-sensitive surface, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive selection by the child of the number corresponding to the question or instruction;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the number selected by the child corresponds to a correct response to the question or instruction; and

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data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

17. (Previously Presented)   A portable memory as in claim 16, wherein the cognitive selection of the number by causing contact with a touch-sensitive surface comprises placement of an object on the touch-sensitive surface.

18. (Previously Presented)   A portable memory as in claim 16, wherein the software generates questions or instructions with different levels of difficulty.

19. (Previously Presented)   A portable memory as in claim 18, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

20. (Previously Presented)   A portable memory as in claim 16, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the touch-sensitive surface.

21. (Previously Presented)   A portable memory as in claim 20, wherein the plurality of images on the touch-sensitive surface can be changed.

22. (Currently Amended)   A portable memory to add educational software to an electronic educational toy by a user thereof, the educational software designed to teach numerical operations, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a

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cognitive selection of a numerical operation and indicate the cognitive selection of the ~~mathematical~~ numerical operation by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive selection as indicated by contact caused by the child with the touch-sensitive surface corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the touch-sensitive surface, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive selection by the child corresponding to the mathematical operation corresponding to the question or instruction;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the selection by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

23. (Previously Presented)   A portable memory as in claim 22, wherein the cognitive selection by causing contacting a touch-sensitive surface comprises placement of an object on the touch-sensitive surface.

24. (Previously Presented)   A portable memory as in claim 22, wherein the software generates questions or instructions with different levels of difficulty.

25. (Previously Presented)   A portable memory as in claim 24, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

26. (Previously Presented)   A portable memory as in claim 22, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the touch-sensitive surface,

27. (Previously Presented)   A portable memory as in claim 26, wherein the plurality of images on the touch-sensitive surface can be changed.

28. (Previously Presented)   A portable memory to add educational software to an electronic educational toy by a user thereof, the portable memory comprising:

a portable memory housing designed to be compatible with and inserted into a portable memory receiving device associated with the electronic toy by the user thereof;

a memory medium contained in the portable memory housing; and

computer software embodied on the memory medium for use with a toy processor in the educational toy, the computer software having:

data for use by the toy processor to generate a plurality of questions or instructions output via a speaker, the question or instruction designed to encourage a child to make a cognitive decision and indicate the cognitive decision by causing contact with a touch-sensitive surface, the touch-sensitive surface formed on at least a portion of a substantially planar surface of the toy housing and the question or instruction having at least one correct response;

data for use by the toy processor to determine whether the child's cognitive decision as indicated by contact caused by the child with the touch-sensitive surface corresponds to a correct response to the question or instruction using information from one or more sensors for sensing the contact with the touch-sensitive surface, a contact capable of occurring and being sensed in arbitrary child-defined locations on the touch-sensitive surface, the occurrence of contact on the touch-sensitive surface in response to the question or instruction indicating the cognitive decision by the child to the question or instruction;

data for use by the toy processor to generate a first audio feedback response output by the speaker, the first audio feedback response indicating that the selection by the child corresponds to a correct response to the question or instruction; and

data for use by the toy processor to generate a second audio feedback response output by the speaker, the second audio feedback response indicating that the selection by the child is something other than a correct response to the question or instruction.

29. (Previously Presented)   A portable memory as in claim 28, wherein the cognitive selection by causing contact with a touch-sensitive surface comprises placement of an object on the touch-sensitive surface.

30. (Previously Presented)   A portable memory as in claim 28, wherein the software generates questions or instructions with different levels of difficulty.

31. (Previously Presented)   A portable memory as in claim 30, wherein the processor generates more difficult questions depending on the user having provided correct previous answers.

32. (Previously Presented)   A portable memory as in claim 28, wherein the interaction between the toy users and added educational software is facilitated by a plurality of images on the touch-sensitive surface,

33. (Previously Presented)   A portable memory as in claim 32, wherein the plurality of images on the touch-sensitive surface can be changed.